ABSTRACT

A player reads content data from a continuous area on a storage medium and plays back video and/or audio based on the content data. The continuous area includes a data area, in which the content data is stored, and a non-content-data

5 area, in which the content data is not stored. The player includes: a reading control section for giving an instruction to read the content data of a predefined size from the data area and an instruction to start to play back the video

10 and/or the audio based on the content data that has been read out; a head for reading the content data from the data area in accordance with the instruction to read; and a buffer memory for accumulating the content data that has been read. The reading control section determines the predefined size by

15 the amount of time it takes to skip the non-data area, reads the content data of the predefined size, accumulates the data in the buffer memory, and then gives an instruction to start to play back the content.